Engineering and Creating
a MUSICAL MIX

1. The starting point in any mix is the MONITOR MIX. Musicians must be able to hear themselves and others in the group in order to perform with excellence. All sound checks must give monitor mixing the first priority!

2. Each input must be gained to unity, and each output should be balanced as well. CLIPPING must be avoided at all costs!

3. Each instrument should be prepared and EQ'd on its channel strip to give it a natural reproduction. Processing may then be added to control dynamics, and add the tonal characteristics which are desired.

4. Each instrument should be systematically added to the mix. We suggest working from the bottom up: drums, bass guitars, keyboards, electric guitars, acoustic guitars, backing vocals, and lead vocals.

5. As each element is added, listen to the previous elements, making sure they don't disappear. We want our mixes to be TRANSPARENT, meaning we can hear every element.

6. As the mix is being created, always check to see how the house sound is affecting the monitor mix!

7. After each element is added and the full band is live you are ready to MIX! Be sure and check the room SPL (volume) to make sure it is falling in acceptable levels

8. Remember that music is fluid, and changes constantly. Due to the limitations the musicians have with the sound system, you must ADD MUSICAL ELEMENTS to the mix. These include DYNAMICS and LAYERS.
The mix MUST CHANGE CONSTANTLY! If your hands are not on the console, you cannot adjust the mix.

9. If you feel limited musically, lean on the worship pastor to impart the musical direction of each song. You must know the music, the musical cues, the solos, etc.

10. LISTEN, and do not allow distractions while behind the console.

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